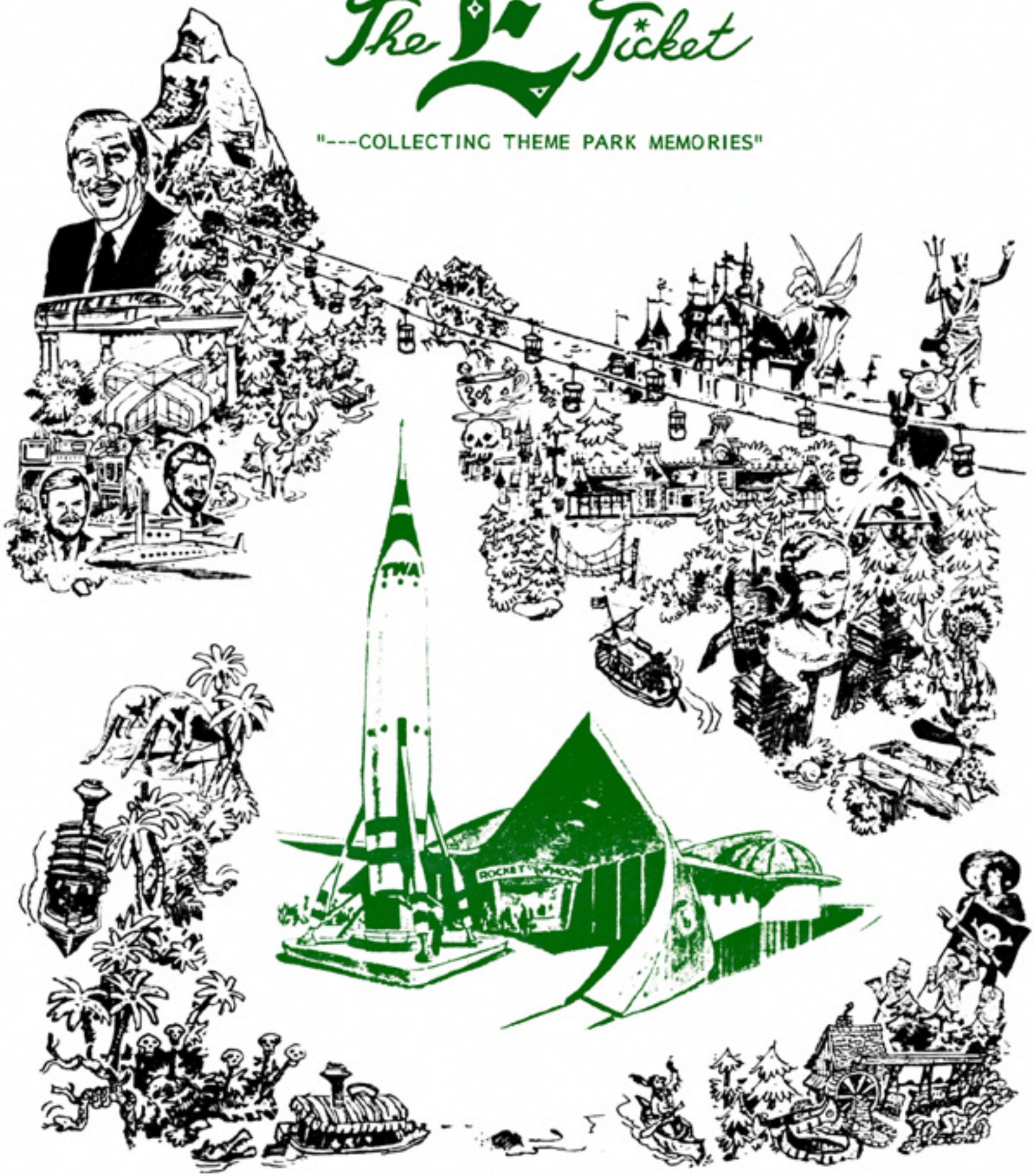
NUMBER 3
SUMMER 1987

The E Ticket

"---COLLECTING THEME PARK MEMORIES"



FANTASYLAND

Main Gate

ADVENTURELAND

WELCOME TO THE "E" TICKET #3 — This is a milestone issue for us (three of anything becomes a "collection") and we're gratified to be growing along with the enthusiasm for theme park nostalgia and collectibles.

OUR READERS — Most of you who received The "E" Ticket #2 filled out the questionnaire and gave us some idea of your thoughts and concerns:

- Reader participation/writing an article for The "E" Ticket —

  Roughly 25% of you said YES, and another 50% said MAYBE. We would very much like to see your outline for a story or article that you feel would fit within the scope of this fanzine. We promise to get right back to you and work toward later publication.

- Rating your interest in favorite Theme Parks —

  Our primary readership so far is from Southern California, and the ratings reflect this … the Florida parks got quite a few votes from out-of-staters (many thanks to the Mid-West Mousesonian for helping The "E" Ticket in that area). Although Disneyland will remain the first focus of The "E" Ticket, we are very open to discussion of theme parks across America.

  Here's how you divided your interest:

Disneyland 65%	Pacific Ocean Park 6%
Other Disney parks 16%	Knott's Berry Farm 6%
Everything else 7%	

- Subscribing to The "E" Ticket —

  Many of you want to send in money or stamps in larger amounts to avoid forgetting and hence missing future issues…. The "E" Ticket is free to fans who appreciate our subject matter.

FRONTIERLAND

Because of this, our print-run must stay small, and we really can't make long-term promises to paid subscribers. People who receive an issue and do not support us with postage as evidence of their approval will not receive the next issue. Your response determines our print run and assures that The "E" Ticket goes only to interested readers.

- Availability of Back Issues —

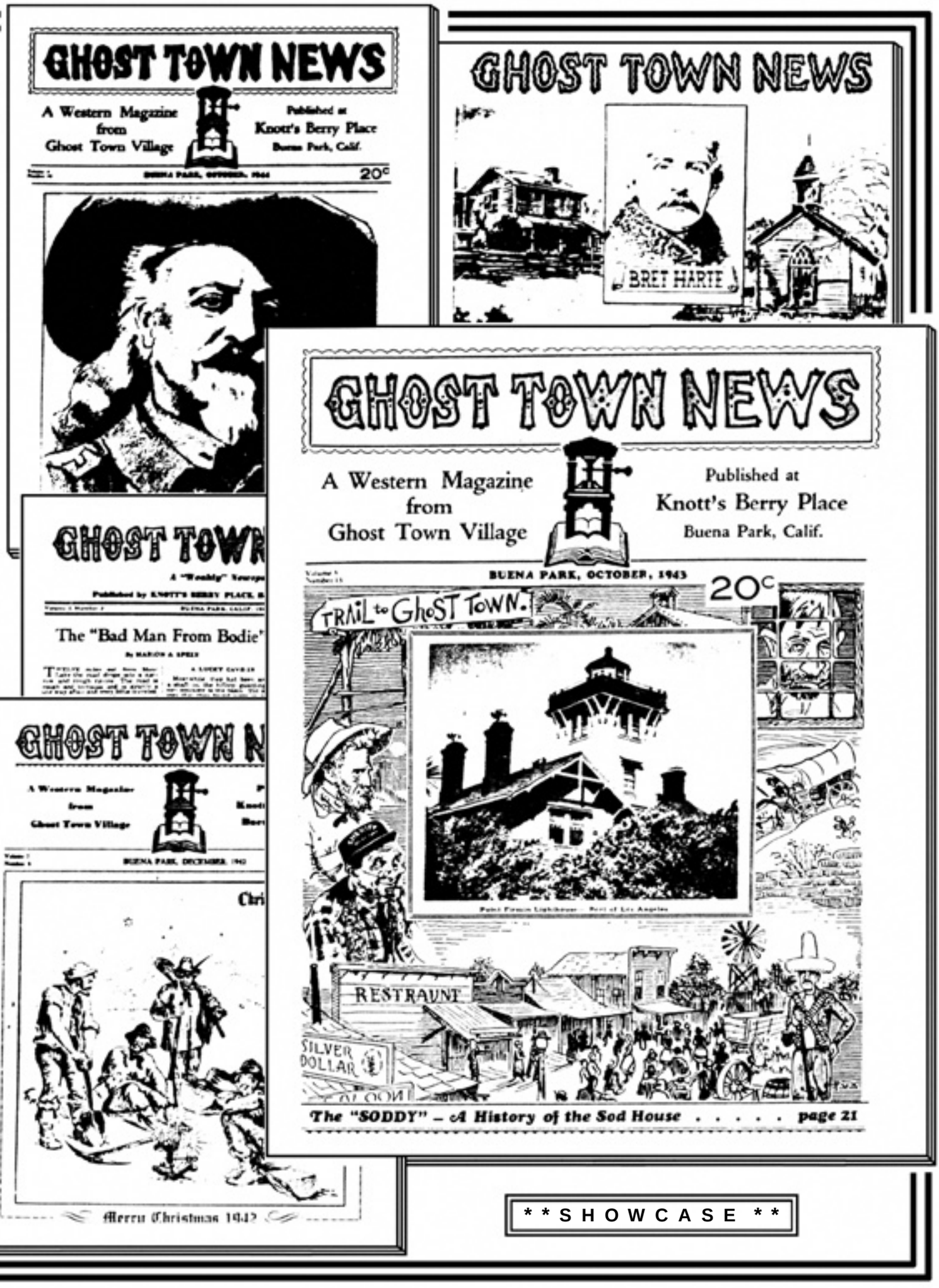
  Many readers who started with The "E"Ticket #2 requested copies of our first issue from Winter 1986. Sorry, but our production is based on requests, and we do not maintain a stock for later distribution.

TOMORROWLAND

THEME PARK — "An amusement park where rides, activities and thrills are presented within an atmospheric environment. A place where your ride admission (especially if it's an "E" ticket) will carry you to another place or time."

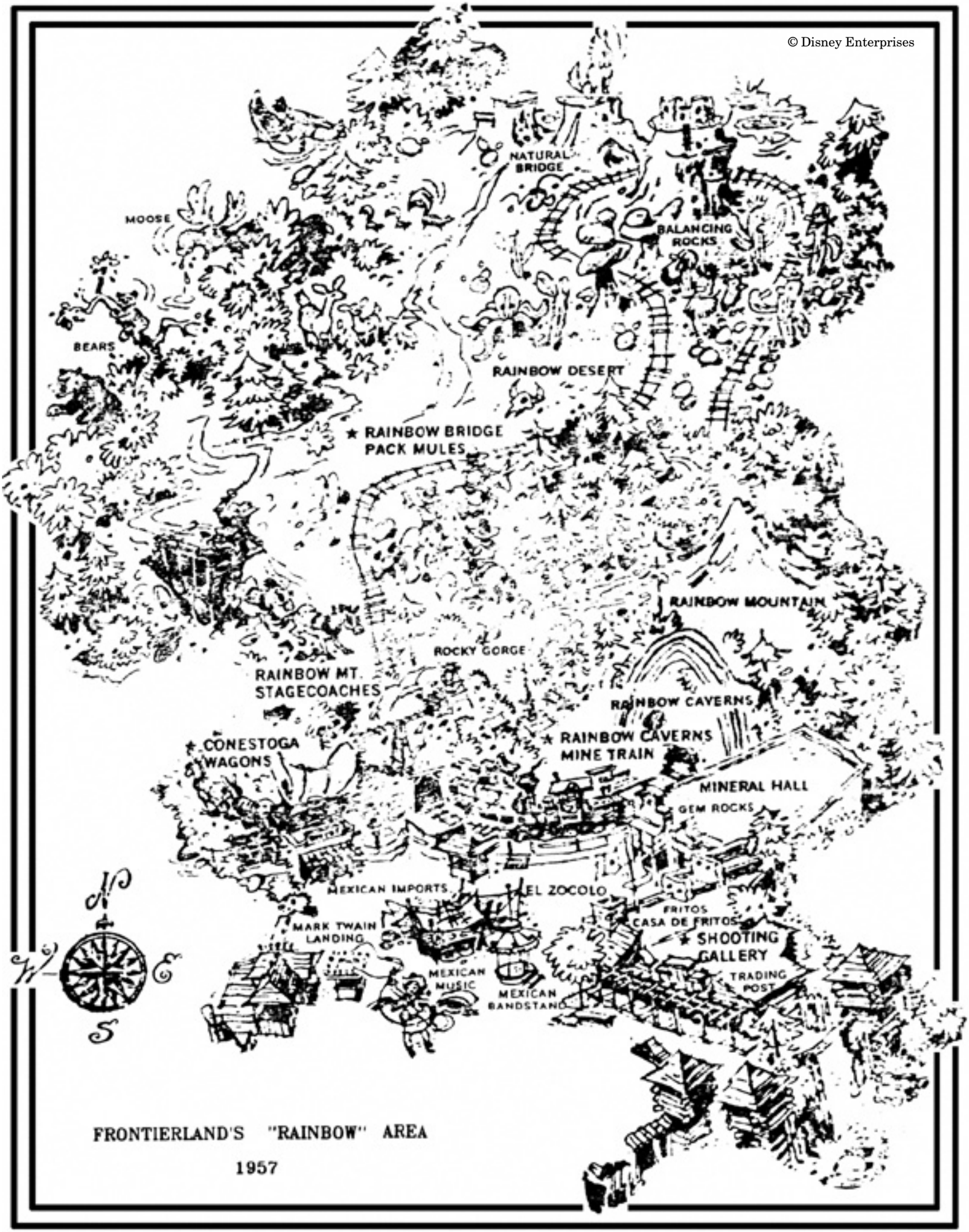
WHY CALL IT THE "E" TICKET? — The "E" ticket was the best coupon in your Disneyland ticket book, good for a ride on the very best attractions that the first true theme park had to offer. Some of those attractions can now be enjoyed only through memories. We hope to share these memories in future issues of this publication.

THE "E" TICKET'S CONTENT — Our goal is to experience once again our theme parks as they were when they made their first wonderful impact … in the '50s and '60s. We will do this in at least three ways: 1) by presenting historical information about the parks, 2) by relating personal experiences, and 3) by exploring the growing hobby of theme park collectibles.


GHOST TOWN NEWS
A Western Magazine from Ghost Town Village
Published at Knott's Berry Place Buena Park, Calif.
20c
GHOST TOWN NEWS
BRET HARTE
GHOST TOWN NEWS
A Western Magazine from Ghost Town Village
Published at Knott's Berry Place Buena Park, Calif.
BUENA PARK, OCTOBER, 1943
20c
TRAIL to GHOST TOWN.
RESTRAUNT
SILVER DOLLAR
The "SODDY" – A History of the Sod House . . . . . page 21
GHOST TOWN
The "Bad Man From Bodie"
GHOST TOWN N
Merry Christmas 1942

SHOWCASE

© Disney Enterprises



FRONTIERLAND'S "RAINBOW" AREA

1957

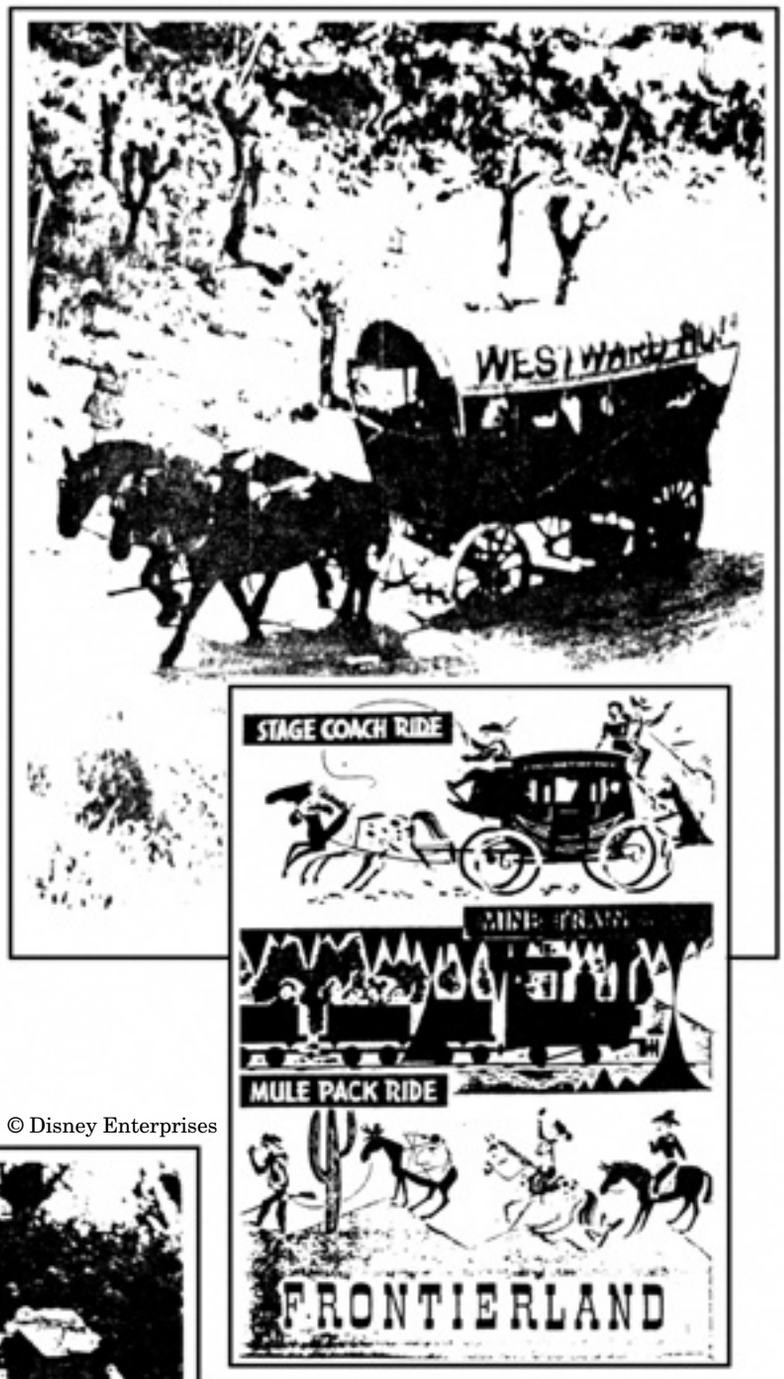
FRONTIERLAND'S "RAINBOW" STORY

Disneyland's **Big Thunder Railroad** is a great ride … fast, scenic, and very thrilling … but let's remember the earlier attractions that occupied that part of Frontierland over the years.

In 1955, this part of Walt Disney's new theme park really was the wild west. It was a vast undeveloped area of pine-planted berm and cactus, stretching from the Rivers of America to the Fantasyland back wall. Four dusty wagon roads led away, like the fingers of a hand, from the little town of Rainbow Ridge past an Indian village, through low hills northward to the Painted Desert.

Hardy pioneers could board the "fully equipped Concord coaches" of the **Disneyland Stage Lines** for a look at the Painted Desert and Indian Country of the Old West. Riders had a choice of **Stagecoaches**, **Yellowstone Coaches**, **Surries**, **Conestoga Wagons**, **Buckboards**, and **Buggies**. A prospecting trip with a **Burro Train** in search of gold and adventure was also available.

Once clear of Rainbow Ridge, wagon roads lined with split-rail fence; cactus in strange, vaguely human forms; and a colorful desert vista provided scenic interest.



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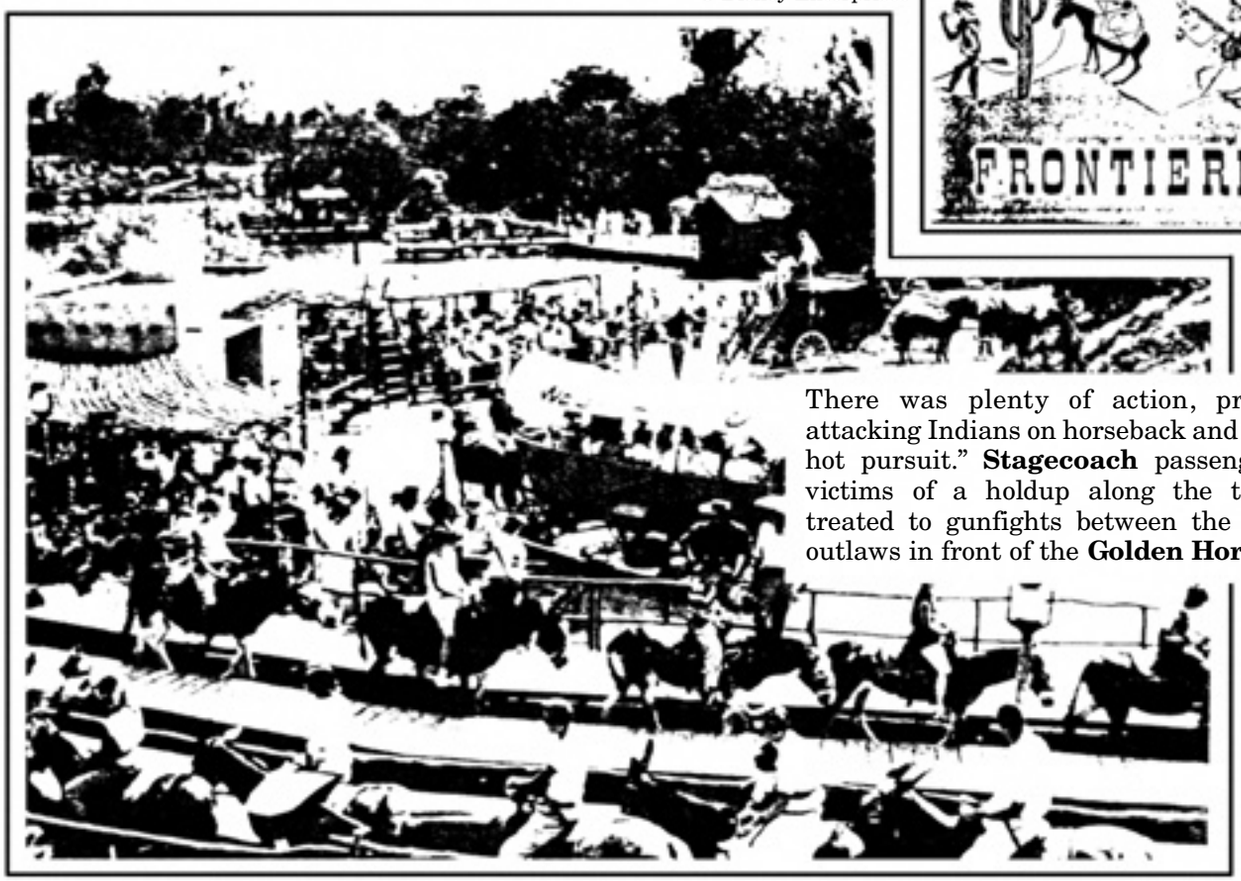


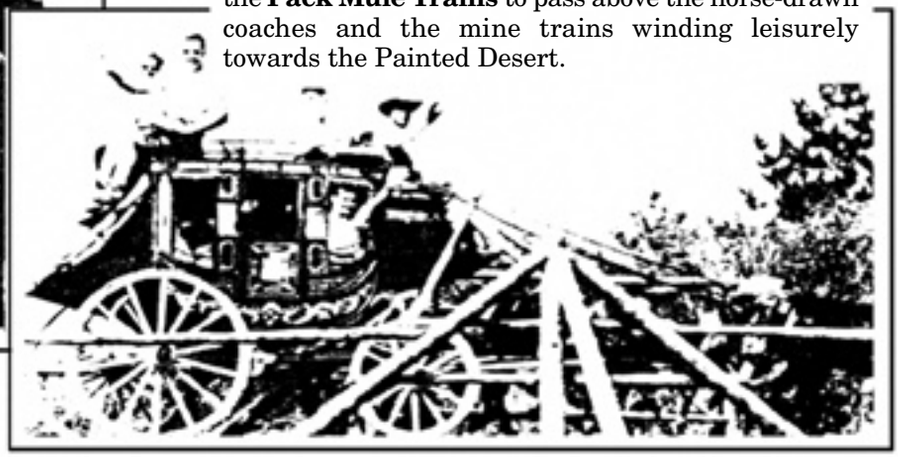
There was plenty of action, provided live by attacking Indians on horseback and "highwaymen in hot pursuit." **Stagecoach** passengers were often victims of a holdup along the trail, then later treated to gunfights between the Sheriff and the outlaws in front of the **Golden Horseshoe Saloon**.

During 1956, Frontierland underwent major change, losing some of its rustic flavor as more walkways were paved, more fences and plantings completed, and the banks of the Rivers of America were made more finished and park-like. Two major attractions, **Tom Sawyer Island** and the **Rainbow Caverns Mine Train**, were opened in 1957.

© Disney Enterprises

The Disney earth-moving artists had created spectacular new "natural" wonders in the Rainbow Desert, forming new wagon roads and mule trails nearer the river. A narrow-gauge train route was built circling a newly created peak, immediately behind the mining town of Rainbow Ridge, called Rainbow Mountain. Pioneers and prospectors could board one of two dark green mine trains (operated by the Rainbow Mining & Exploration Company) and depart through a tunnel into the "mysterious Rainbow Desert."

Central within this area was Rainbow Bridge (also known as Rainbow Arch), a natural stone bridge extending from Rainbow Mountain allowing the **Pack Mule Trains** to pass above the horse-drawn coaches and the mine trains winding leisurely towards the Painted Desert.

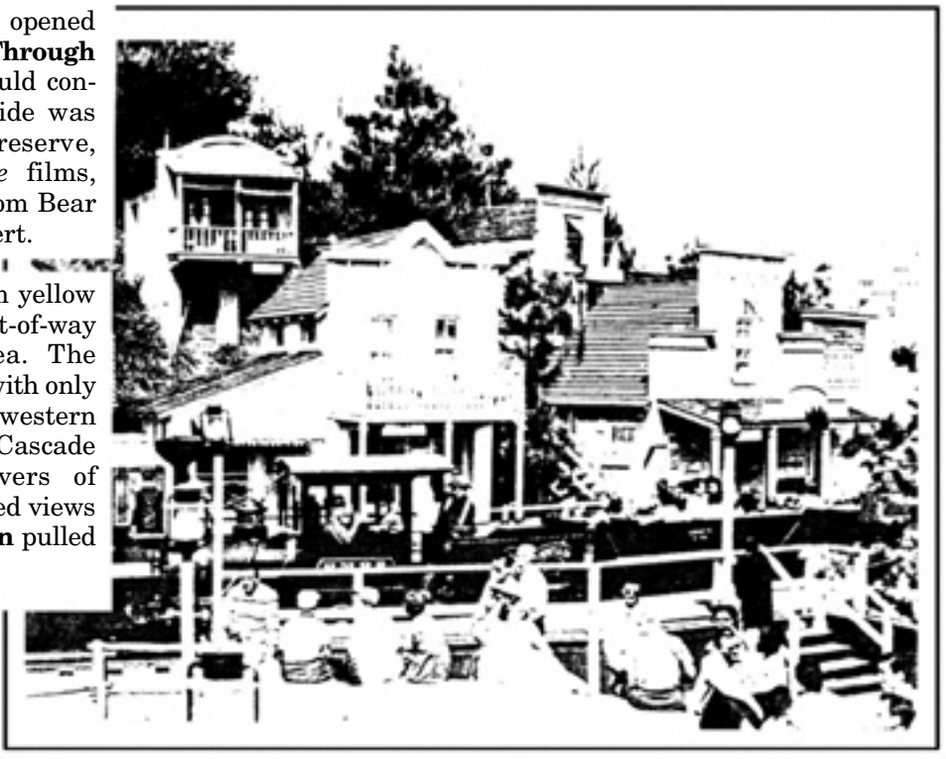


This interaction of **Trains**, **Coaches**, and **Pack Mules** increased the scenic enjoyment of the ride, as did the Engineer's scratchy voice through the small speakers in each car: "A few years ago this was all row after row of orange trees," he would say, "Today … cactus, snakes, sagebrush, and desert. That's progress for you." Passengers would see desert landscapes, balancing rocks, and finally descend beneath Rainbow Mountain into Rainbow Caverns. Many-colored rushing water was everywhere, with Bridal Veil Falls, Red Devil Falls, and the eerie Witches Cauldron pouring steaming, crimson water over rocks shaped like an old witch.

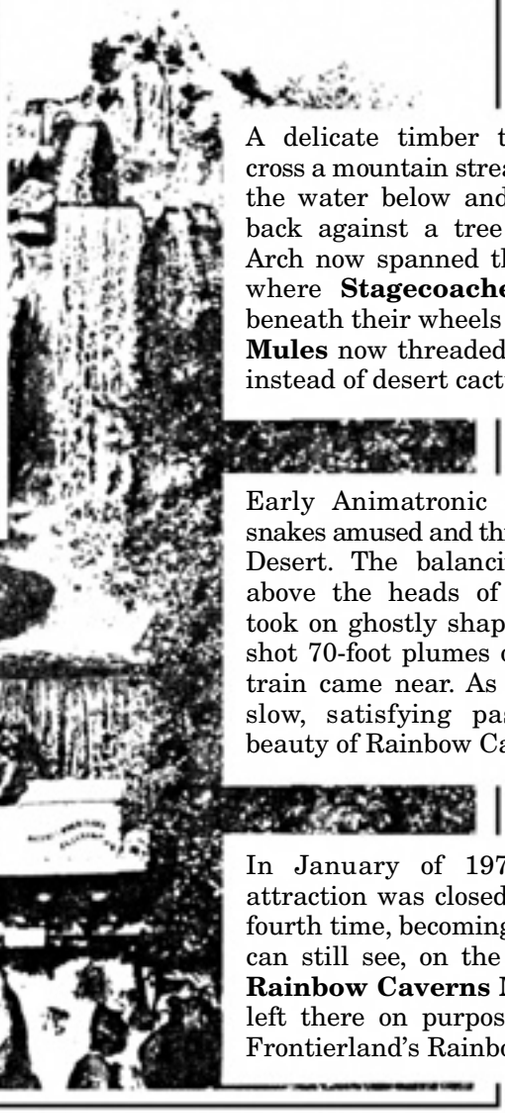
© Disney Enterprises

This ever-changing section of Disneyland saw major construction again and, in 1960, was opened as the **Western Mine Train** and **Pack Mules Through Nature's Wonderland**. This attraction would continue for the next seventeen years. The ride was described as a seven-acre wildlife preserve, inspired by Disney's *True-Life Adventure* films, with over 200 animated life-like animals from Bear Country, Beaver Valley, and The Living Desert.

The **Mine Trains**, newly dressed in a warm yellow color scheme, now enjoyed an expanded right-of-way and traveled the entire "Rainbow" area. The various **Wagons** and **Coaches** were absent, with only the **Pack Mules** remaining to share this western panorama. A new and beautiful mountain, Cascade Peak, was located overlooking the Rivers of America, and riders were treated to unequaled views of the **Mark Twain** steaming by as the **Train** pulled around the face of this new mountain.



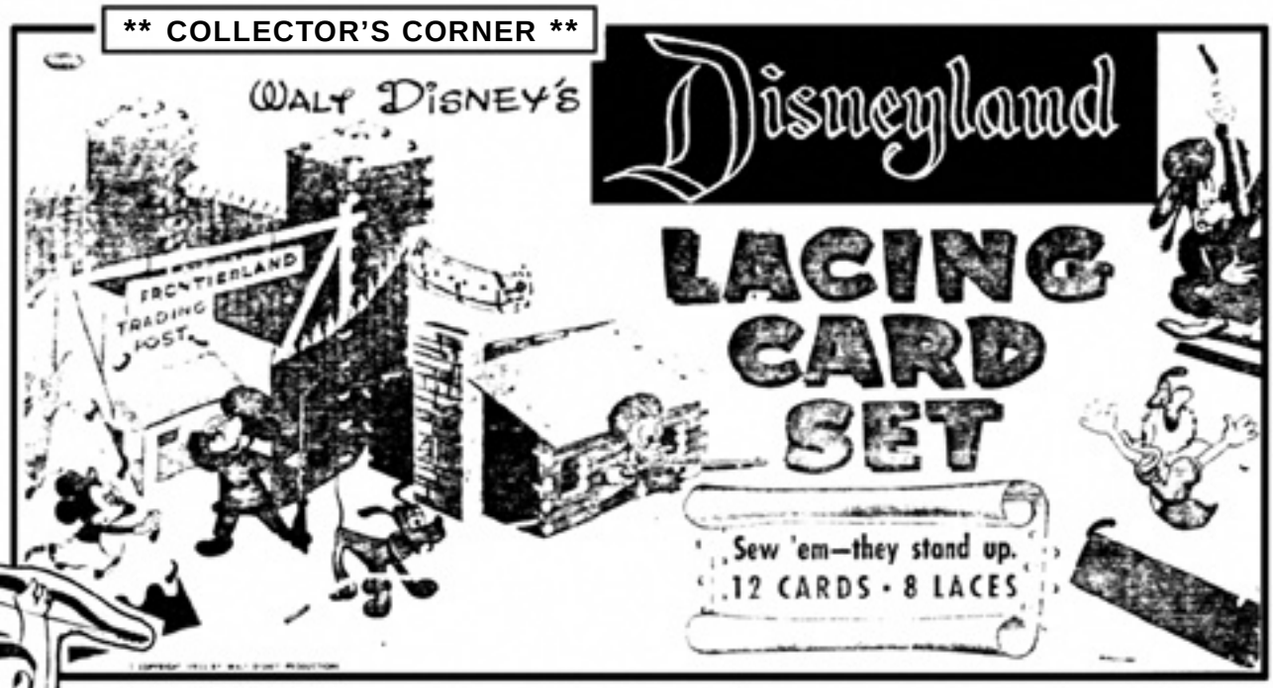
© Disney Enterprises



A delicate timber trestle allowed the trains to cross a mountain stream while beaver moved through the water below and a playful bear scratched his back against a tree on the river bank. Rainbow Arch now spanned the stream, with water flowing where **Stagecoaches** at one time stirred dust beneath their wheels. "Old Timers" riding the **Pack Mules** now threaded the trails through pine forest instead of desert cactus.

Early Animatronic cougars, coyotes, and rattlesnakes amused and threatened throughout the Painted Desert. The balancing rocks tipped precariously above the heads of train passengers, the cactus took on ghostly shapes, and Old Unfaithful Geyser shot 70-foot plumes of water into the air when the train came near. As before, the ride ended with a slow, satisfying passage through the black-lit beauty of Rainbow Caverns.

In January of 1977, this placid, atmospheric attraction was closed and the area changed for the fourth time, becoming **Big Thunder Railroad**. You can still see, on the side of Cascade Peak, a lone **Rainbow Caverns Mine Train** locomotive. It was left there on purpose, I suppose, to remind us of Frontierland's Rainbow story.



The Disneyland Lacing Card Set, Whitman 1955, is a colorful paper collectible … with its punch-out Frontierland stockade and Disney characters in coonskin caps. Available, no doubt, in the Davy Crockett Arcade for 98¢, first-year visitors could take home and lace together this Disneyland theme park memory.

The Disneyland Bubble Gum card set, produced by Don Russ in 1965, is a wonderful "tencennial" collectible.... Imagine 66 full-color photos of the park in 1965 … a very good year for Disneyland.

The card set came in two variations, one with captions on the face and puzzle pieces on the back … the other with card description and Disneyland logo framed in blue on the card back, leaving the front photo unobscured. The puzzle set, when assembled, shows Disney characters such as Mickey, Donald, Pluto, and Pinocchio. Two characters, "Sno" White and "Jimmy" Crickett have misspelled names.

60—PETER PAN WELCOMES DISNEYLAND VISITORS TO FANTASYLAND.

COLLECT ALL 66 CARDS & PLACE BACKS TOGETHER TO FORM A GIANT PHOTO OF DISNEYLAND CHARACTERS.

VISIT DISNEYLAND IN '65 • CELEBRATING ITS FIRST FABULOUS DECADE • © WALT DISNEY PRODUCTIONS

35—DISNEYLAND SKYWAY PASSES THROUGH MATTERHORN MOUNTAIN

COLLECT ALL 66 CARDS & PLACE BACKS TOGETHER TO FORM A GIANT PHOTO OF DISNEYLAND CHARACTERS

VISIT DISNEYLAND IN '65 • CELEBRATING ITS FIRST FABULOUS DECADE • © WALT DISNEY PRODUCTIONS

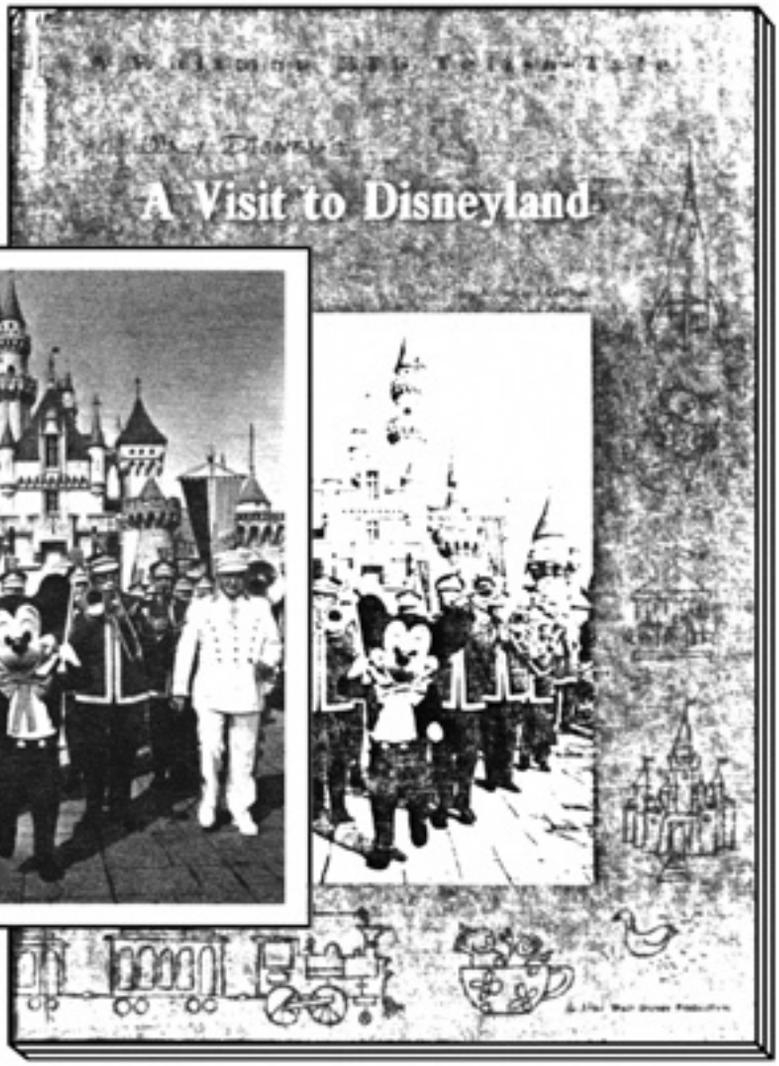
29—WESTERN MINE TRAIN CROSSES TRESTLE OVER BEAR RIVER GOING THROUGH NATURE'S WONDERLAND

COLLECT ALL 66 CARDS & PLACE BACKS TOGETHER TO FORM A GIANT PHOTO OF DISNEYLAND CHARACTERS

VISIT DISNEYLAND IN '65 • CELEBRATING ITS FIRST FABULOUS DECADE • © WALT DISNEY PRODUCTIONS

The card sets relate directly to the Whitman 1965 *A Visit to Disneyland* Tell-A-Tale Book in several ways. At least five photos are almost (but not quite) the same and cards #3 and #58 (see book's cover) are reversed.

Many attractions shown, including the **20,000 Leagues Exhibit**, the **Douglas Rocket**, and **Nature's Wonderland** are no longer around. The views of the early "buckets" on the **Skyway**, the original grey **Submarines**, and the old Fantasyland make this set pleasantly dated.



MAIN STREET MAIL BOX

Quotes from our readers

"Since my first visit to Disneyland was in 1979, I enjoy articles about early history. The Viewliner article was a real treasure." - B.W.

"Issue #2, my first, was very nice and much appreciated. Please consider expanding to regularly include Walt Disney World." -P.T.S.

"I love all the illustrations! It's neat to finally see some of this stuff. I feel the text is very informative." - J.K.

"I am interested in theme parks in general, wherever they are. I love Disneyland but am usually very excited about hearing of other parks as they are not always as publicized. I applaud your efforts. I find your style to be that of people sharing their memories and passions of something they cherish. I would not change it." - C.K.

"Excellent so far. I would like to see more of the old articles and pictures of how the park was in the first few years. Would like to see a column on what's coming up for Disneyland and the Disney Company." - S.S.

"I could not be happier with your fan-zine. I am primarily interested in the Disney parks—but your articles on Knott's, P.O.P. and Marineland keep me wanting more! Many thanks for sending The 'E' Ticket! I don't know what you mean by a 'small' readership—but I am sure that it will continue to grow. Be prepared!!" - R.A.

"We loved it! A few reasons are the variety of subjects, the fanzine quality, meaning still innocent and not too slick, and the general enthusiasm that seems to come from the pages. Also the fact that it is not a club organ—that it is done for the sheer enjoyment of an age gone by." - B. & L.C.

"The Viewliner was excellent and informative. Am looking forward to future obscurities. Where did Richard Kimble catch the 'one-armed man'?" - M.P.

"The 'E' Ticket is certainly welcome. I would like to see a section each issue of what a certain place (in Disneyland) looked like 20 years ago and today; i.e., a postcard or photo then and now. I do appreciate your efforts and know the good feeling when the issues are mailed—a great accomplishment." - M.S.

"I enjoyed #1 & #2 very much. Would like to see more often and more pages. I know it's a big job. I'm willing to help, and hope you receive positive response from other collectors." - G.S.

"[I am] a little late in replying to questionnaire, but I thoroughly enjoy The 'E' Ticket." - C.G.

"Enjoyed Issue #2; sorry I missed the #1 issue. Keep up the good work!" - J.P.

"Your 'E' Ticket is super—I really enjoyed it—keep them coming." - L.N.

"Your 'E' Ticket #2 looks real good—thanks for sending it out. The Viewliner is an excellent metaphor for Walt Disney's mixture of fantasy and future that is all but lost in the new attractions." - D.M.

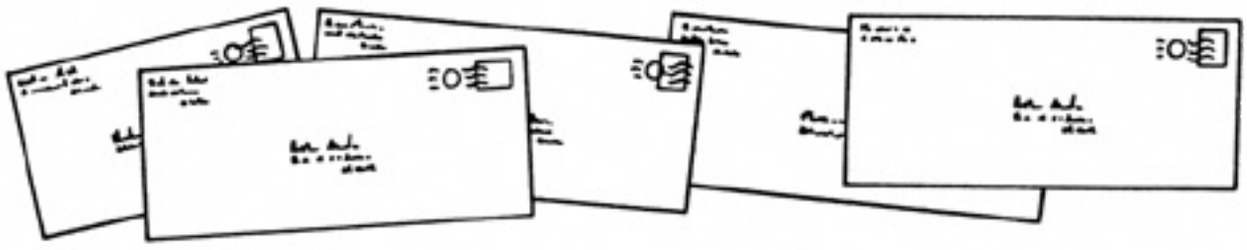
"I enjoyed the first issue, especially the article on the giveaway collectibles. Maybe you could run an article on the postcards of the theme parks." - P.J.

"Just found out about your publication, and as a long-time Disney and theme park fan, I am very interested." - P.L.

"I hope this isn't too late to get the 2nd copy of The 'E' Ticket. I've been interested in the Disney theme parks for years, and I'm anxious to see how your publication progresses." - B.W.

"Great/unique magazine, so keep it going. More info on how they built/designed/installed Knott's Log Ride & Mine Train ride. More info on Disney's future concepts, and more aerial views and maps/pictures." - J.S.

"The 'E' Ticket #2 has just been inserted into a protective cover to be placed next to my collection of Beatles memorabilia. What a treat it is for me to read about Disneyland in its infancy. You see, I was born in 1956, missed the opening, and was too young to remember the early years when we made our annual sojourn to the park. Your historical perspectives are great for filling in this void. The memories brought back by reading The 'E' Ticket were innumerable: Monsanto, Autopia, Monorail, Matterhorn; running frantically around the park just after opening, trying to beat the lines; waiting anxiously for Tinkerbell and then the fireworks; wow! When I finished issue #2, a warm feeling came over me; I realized that I was back in my living room and not at Disneyland." - M.S.



Pacific Ocean Park

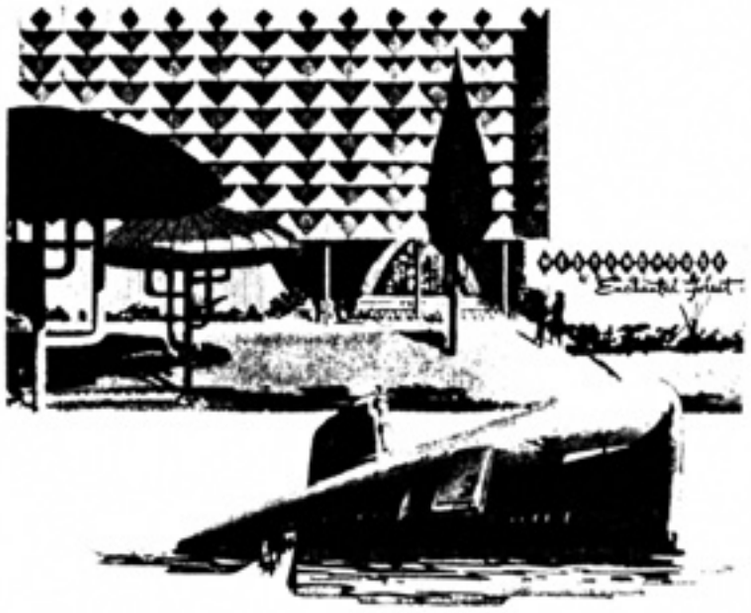
Ocean Park Pier was first built in 1889, extending the city boundary between Santa Monica and Venice, California, a few hundred yards into the Pacific Ocean. The pier had a history associated with public amusement, fires, and reconstruction. On Tuesday, July 23, 1958, the old Ocean Park Pier reopened as Pacific Ocean Park following a lavish refurbishing in a South Sea Island motif. Promotions for the opening called P.O.P. "a 10-million dollar water wonderland … 28 acres on the beach and over the ocean … a fairyland of fun for the family."

Many of us remember P.O.P. and the surrounding area in the waning years of the mid '60s. A hang-out for sailors, the area attracted entrepreneurs plying their wares in saloons, tattoo parlors, or cheap import stores. The park itself, though run down, retained much of the charm and intrigue of the golden years from 1958 to about 1963. Financial woes and resulting legal battles ultimately closed the park in 1967. Many of the rides and attractions were auctioned off in 1968 to pay the accumulated debts of the owners. After this, the park lay derelict until 1974, when the wrecking ball finally recreated a coastline not seen for 85 years.

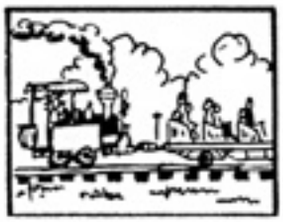
But let's put all that aside and stroll for a while through P.O.P. as it was the day it opened in 1958. It's my eleventh birthday and my folks said I could invite a friend to go to P.O.P. with me. You want to go? … Great! … Let's go!

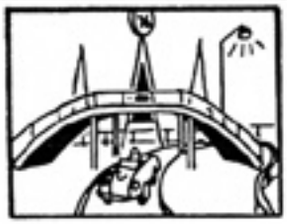
Enchanted Forest

"Now we'll see what the future looks like with a musical trip through the Westinghouse **Enchanted Forest**. Jack and Jill are our guides as they show us a world of wonders with a Dream House and tomorrow's Atomic City and a reproduction of the 'Nautilus,' the world's first nuclear submarine with its Westinghouse atomic engine."

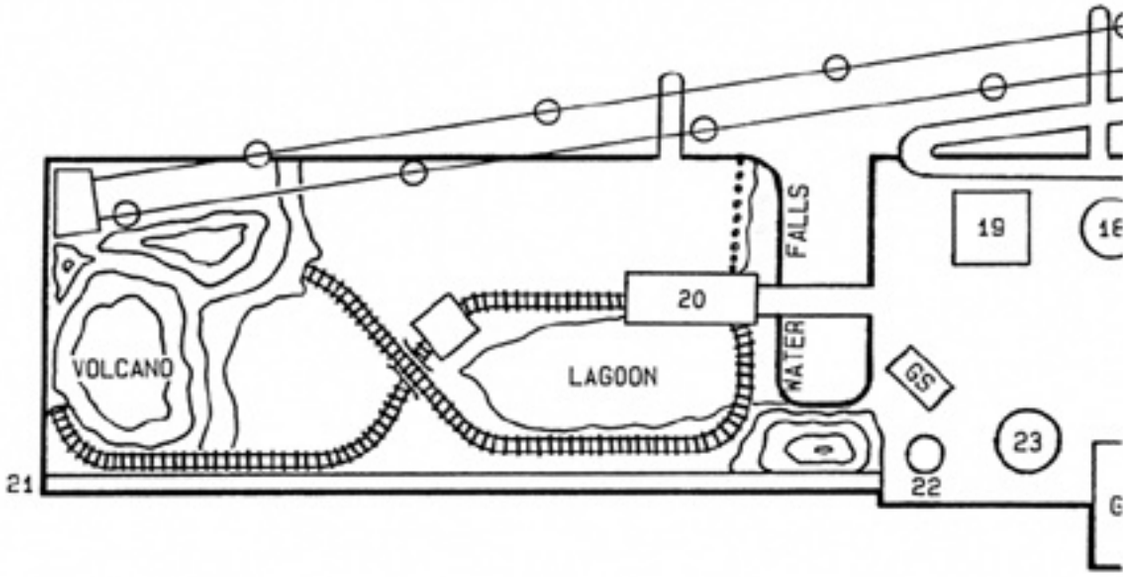


The entrance to P.O.P. is one of the park's strong points … probably the best theme park entrance ever. The rusty metal sculpture of Neptune suspended amid dancing fountains, the curved walkways over aquamarine pools, the six-legged star canopy with plastic bubbles and sea horses spreading an umbrella over the ticket booth, the giant clam and stalagmite wall fountains to the left and right of the entrance, all promise a winning day at Pacific Ocean Park. General admission—Adults 90¢, Juniors 70¢, and Children 50¢—allows access to the park as well as to **Neptune's Kingdom**, the **Enchanted Forest**, and the **Sea Circus**. Other rides and attractions cost extra.



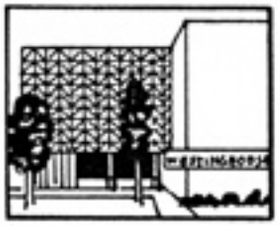


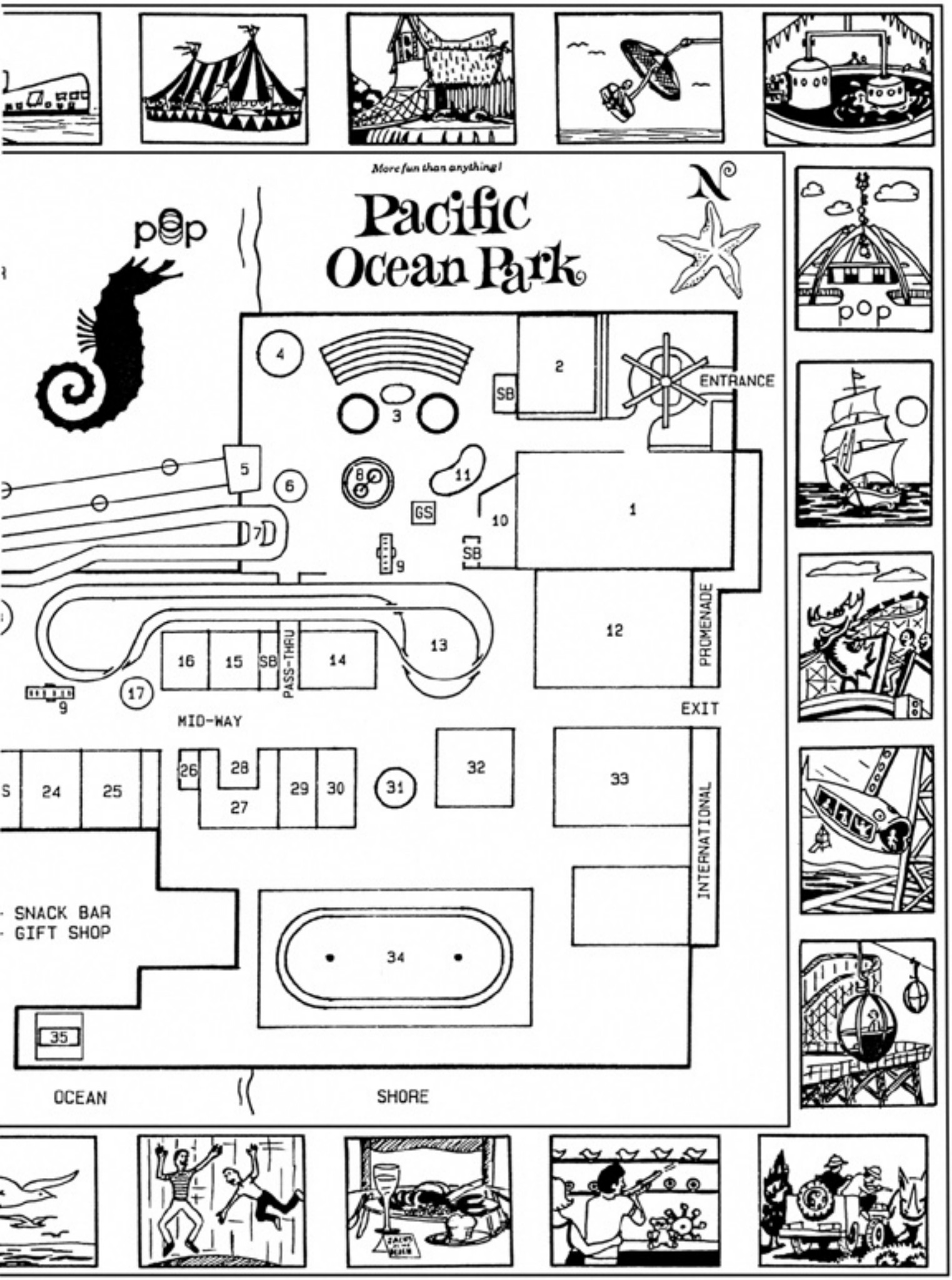
1. NEPTUNE'S KINGDOM
2. WESTINGHOUSE ENCHANTED FOREST
3. SEA CIRCUS
4. FISH NET (HIMALAYA)
5. OCEAN SKYWAY
6. PARATROOPER
7. OCEAN HIGHWAY
8. DIVING BELLS
9. FERRIS WHEEL
10. FUN FOREST
11. SEAL POOL
12. FLIGHT TO MARS
13. SEA SERPENT ROLLER COASTER
14. SEA RAM BUMPER CARS
15. SEA TUBS
16. FLYING DUTCHMAN
17. SEA SHELLS
18. OCTOPUS
19. DEEPEST DEEP



20. BANANA TRAIN
21. TRADER SHIP OCEAN TOURS
22. THE WHIP
23. MR. DOLPHIN
24. ARCADE
25. SHOOTING GALLERY
26. DERBY (HORSE RACE)
27. DAVY JONES' LOCKER
28. BATTER UP
29. CAROUSEL
30. SAFARI
31. WHIRL POOL
32. PIRATE'S MAZE (HOUSE OF MIRRORS)
33. MAGIC CARPET
34. ARAGON BALLROOM (CHEETAH CLUB)
35. BARNYARD

SB -
GS -




More fun than anything!
Pacific Ocean Park
pop
ENTRANCE
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PASS-THRU
PROMENADE
EXIT
MID-WAY
INTERNATIONAL
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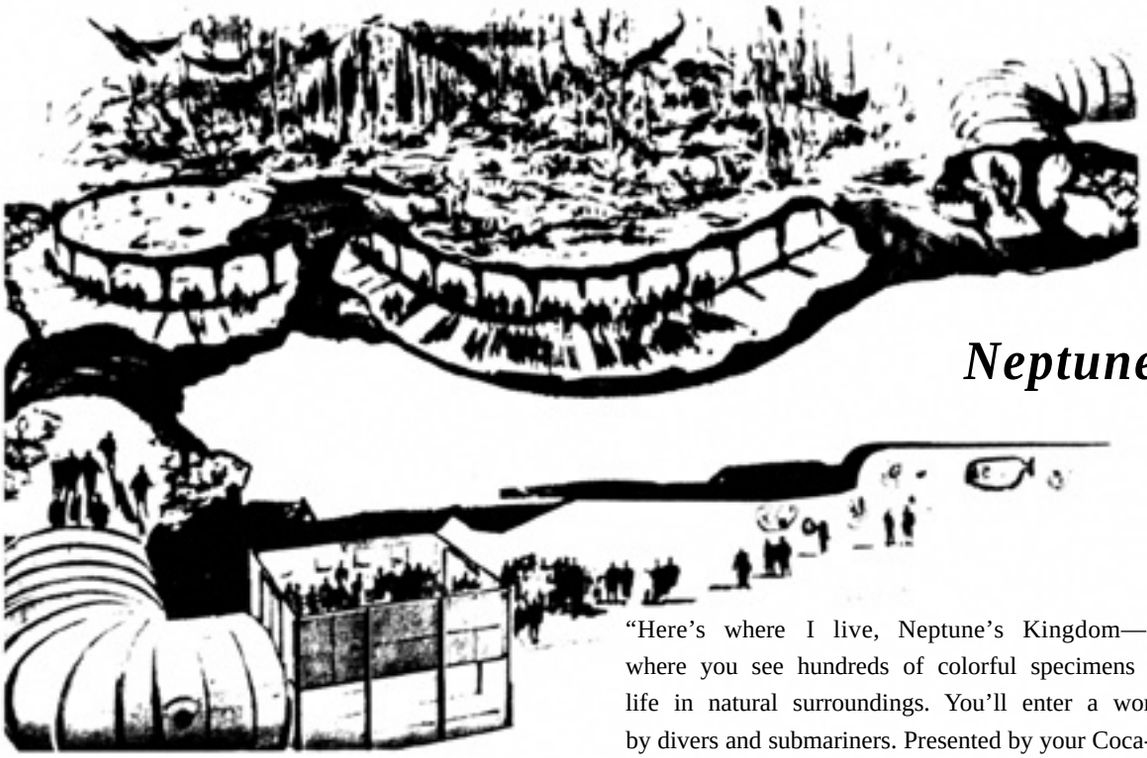


Neptune's Kingdom

"Here's where I live, Neptune's Kingdom—a vast underwater domain where you see hundreds of colorful specimens of fish, coral and other sea life in natural surroundings. You'll enter a world heretofore explored only by divers and submariners. Presented by your Coca-Cola bottler."

Upon entering the park, we head directly into **Neptune's Kingdom**. A room-sized elevator takes us down to suboceanic corridors of steel, stone, and plate glass. The real marine life is interesting, but pales compared to the **Neptune's Kingdom** diorama. Manta rays and other denizen of the deep glide by over the coral reef and seaweed. Looking farther into the glimmering light of the ocean floor, we see Neptune with scepter in hand, ruling his domain from a throne. The music, special effects lighting, and motorized movement of fish and king, combine to create a convincing illusion of liquid space without the bother of all that water.

Back in the Southern California sunshine again, we join 1,998 other guests to watch performing seals, dolphins, etc., at the **Sea Circus**. We like the seals best, because we had a chance to throw a few smelly fish to the ones in the kidney shaped seal tank on the way in. Of the rides in the **Sea Circus** area—including the Westinghouse **Enchanted Forest**, **Fish Net** (later known as the **Himalaya Ride**), **Ocean Highway**, **Paratrooper** ride, **Ferris Wheel**, and **Fun Forest**—the **Diving Bells** and **Skyway** are my favorites. As one bright blue **Diving Bell** is loaded with passengers, the other is slowly pulled beneath the water. The violence of its return to the surface brings squeals from those who are splashed as they wait to board.

The Underwater Diving Bells

Once inside, water seeping through the riveted metal seams of the **Bell** and trickling beneath the wood planking on the floor reminds those aboard of the tremendous pressure of deep water exploration. We strain to catch a glimpse of fish through the small portals, but are not really let down by the empty popcorn box that floats by. The sudden burst of upward movement and feeling of weightlessness at the top of the ascent temporarily blocks out all other thoughts.

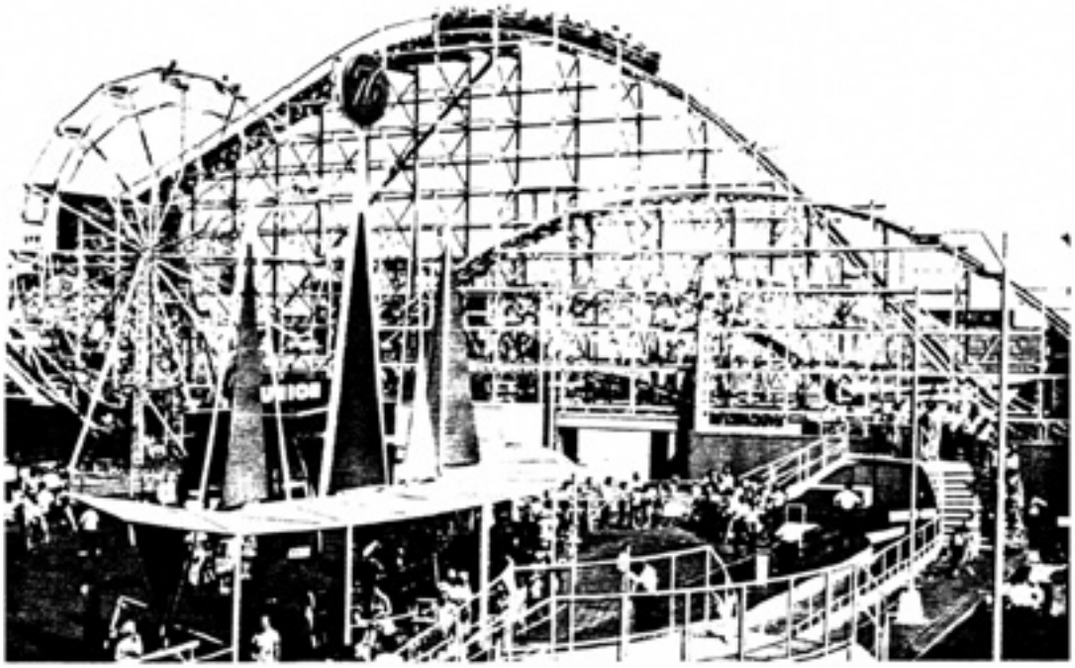
On to the **Skyway**! The bubble gondola gives a more than adequate view of the churning sea below. The six minute, half-mile ride affords a panoramic scene including the Santa Monica coastline, Santa Monica Mountains, and, on a crystalline day, Catalina Island. We reach the highest point, 75 feet above the ocean, then begin to descend toward the volcano of the **Banana Train** ride area. We see a glint of sunlight off steel as the train winds its way through the jungle surroundings below. We'll ride it later, but this little preview gives us a behind-the-scenes look at what will soon become our favorite ride.

The Sea Circus

We feel particularly superior to the drivers of the **Ocean Highway Cars** beneath us. Those noisy little vehicles with whom we race are no match for our silent gliding speed.

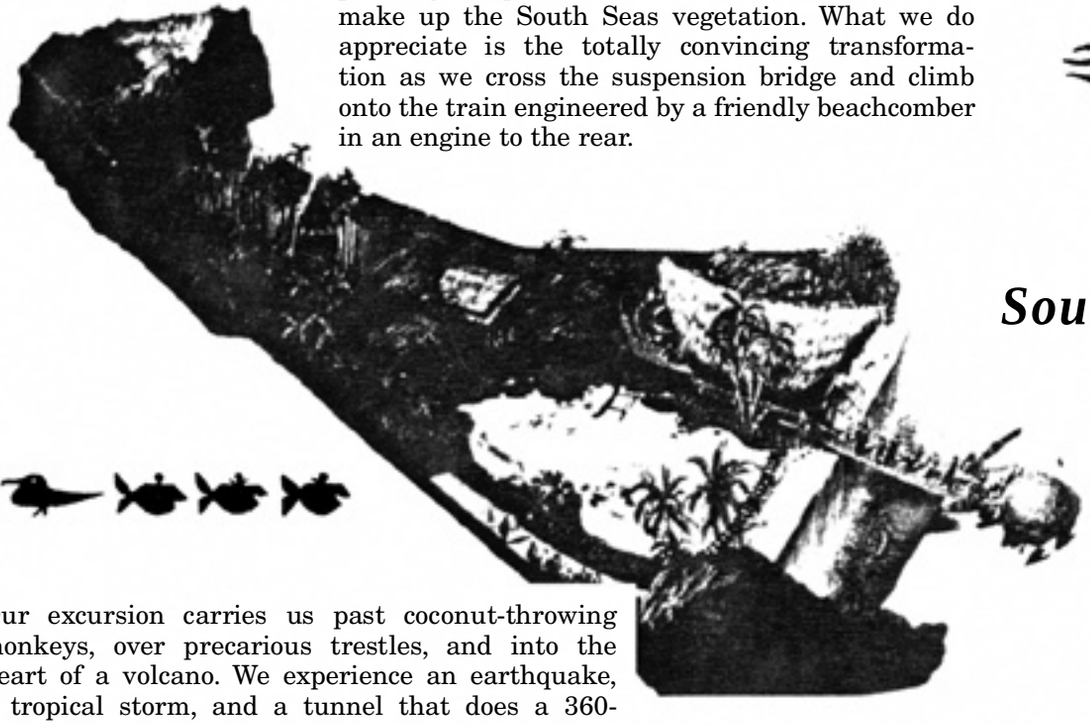
Back on the ground (on the pier, really), we enter the pass-through that takes us to the midway. To the left are the **Sea Ram Bumper Cars**. The long line causes us to seek out more immediate fun to the right. We marvel at the watery eyes of the gigantic, smiling octopus that peers out from the facade of the **Sea Tub** ride. The long tentacles seem to beckon to the teenage couples looking for a few minutes alone in P.O.P.'s version of the Tunnel of Love.

Yesterday's newspaper description of the next ride makes the **Flying Dutchman** a must. As we climb into our Treasure Chest vehicle and pass into the hull of a Spanish galleon, we see a groaning prisoner crying, "Let me out! Let me out!" We are narrowly missed by a falling stack of rum barrels, only to come upon a dozen moaning skeletons behind bars, threatening pirates, and other assorted thrills in this precursor to the **Pirates of the Caribbean** ride at Disneyland.



Pacific Ocean Park

As we exit the **Flying Dutchman**, our next stop is in view. No other ride immerses us in a total environment like the **Banana Train** ride. We can't appreciate the magnitude of effort that went into the creation of this paradise: the 9000 gallons per minute waterfall; the authentic "Melanesian" longhouse where we board the train; the tropical plantings of palm, maboo, and banana trees that make up the South Seas vegetation. What we do appreciate is the totally convincing transformation as we cross the suspension bridge and climb onto the train engineered by a friendly beachcomber in an engine to the rear.



South Sea Island

Our excursion carries us past coconut-throwing monkeys, over precarious trestles, and into the heart of a volcano. We experience an earthquake, a tropical storm, and a tunnel that does a 360-degree roll. Finally, a friendly gooney bird hatches from a clutch of eggs and shrieks, "Hope you enjoyed your trip!" We did! Our expansive grins as we pass through a rocky grotto back to the mainland attest to that. This South Sea island fantasy was designed by Dave Constable, famed motion picture designer and artist.

Time and tickets are running short. My folks are going to pick us up at 2:00 and we haven't had lunch yet. We aren't sure if we want to ride the **Safari** or the **Whirl Pool** with our last tickets. When we arrive at the area, our problem is solved. The **Safari** ride is temporarily closed. The attendant mutters something about a malfunction in the electronic rifles mounted in the Jeeps used to hunt the various big-game animals in the ride. That's OK.... The **Whirl Pool** ride is right next door and, surprisingly, has no waiting line.

We race up the ramp and enter a small door to the interior of a giant barrel. The door closes and we position ourselves along the wall of the circular room. We are pressed against the wall as the room begins to spin. I focus on a kid across the room, trying not to get dizzy. Suddenly the floor drops away and we are stuck like bugs on the wall. One little girl has obviously ridden before. In a crab-like motion, she works herself first sideways, then upside down. Soon we are all making the most of our unfamiliar mastery of gravity.

There's just time to wolf down a couple of corn dogs and a Coke at the snack bar outside the **Fun Forest**. We talk of the rides we were unable to experience ... **Deepest Deep**, the **Whip**, **Davy Jones' Locker**, the **House of Mirrors**, the **Roller Coaster**, **Magic Carpet**, **Flight to Mars**.... We'll go on them all next time ... and the next time. There's no hurry. P.O.P. will always be here.

Pacific Ocean Park
1958-1967

The E Ticket EMPORIUM

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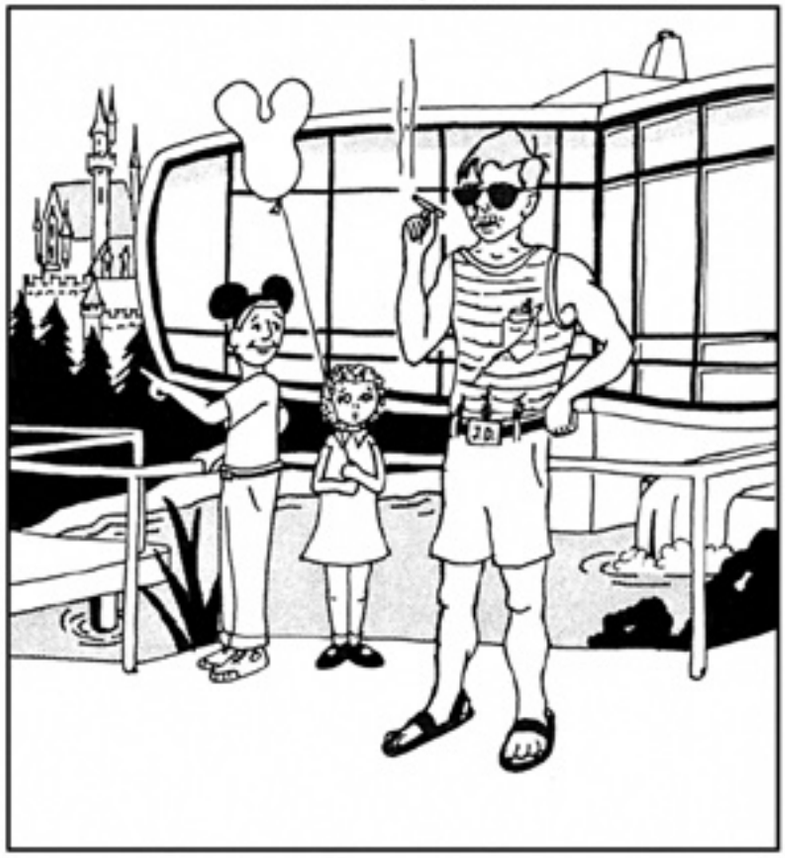
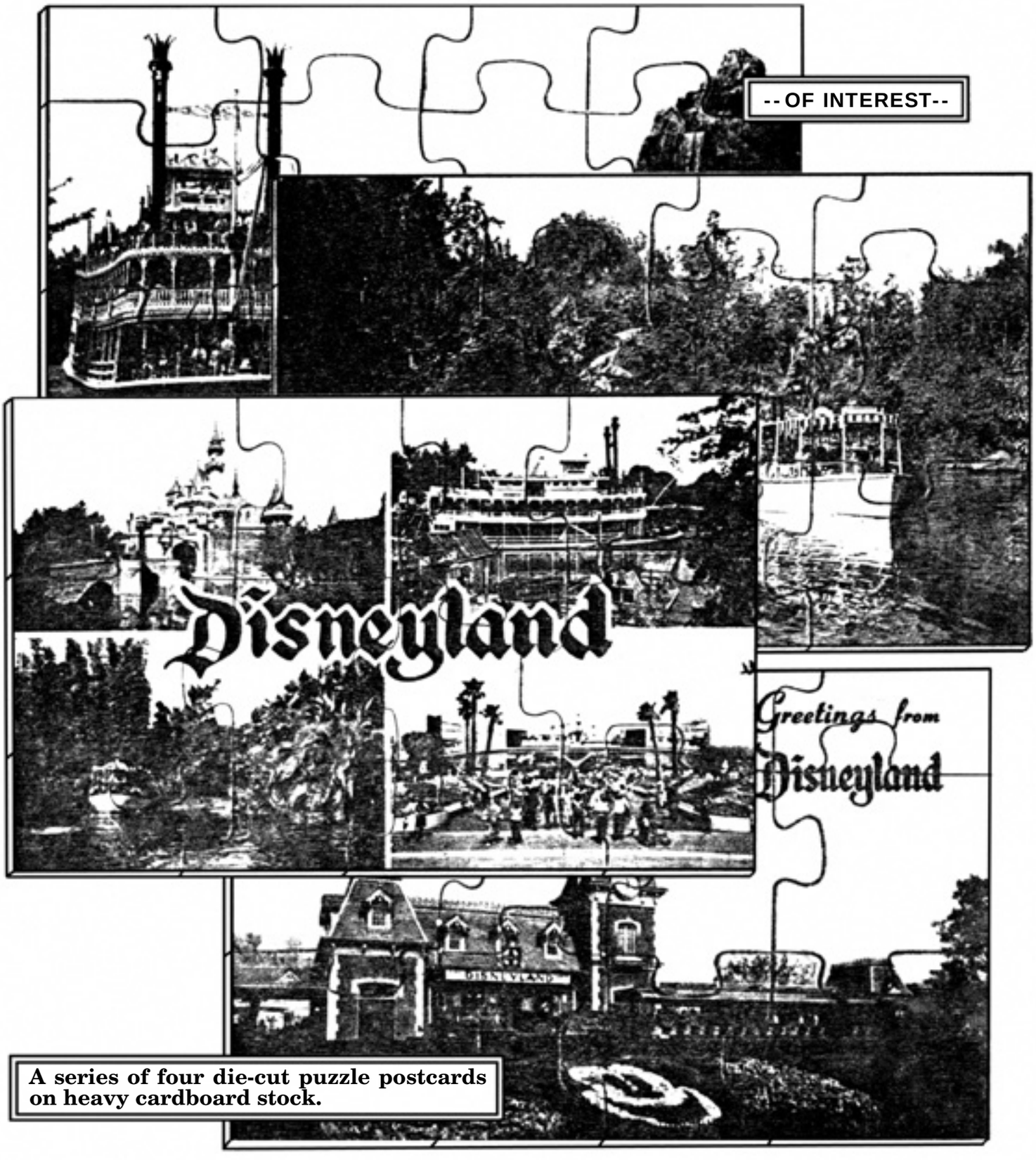
– – A LITTLE HUMOR – –

SHOWING COUSIN JOHNNY (17 YEARS OLD--FROM FRESNO) A GOOD TIME



"SO WHAT?...WE'VE GOT THEME PARKS JUST AS NEAT BACK HOME!"



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WHAT NEXT?

The "E"Ticket #4 is already in the works. We have enclosed an "E" TICKET #4 REQUEST LETTER for your use. Include your comments and a free advertisement for the EMPORIUM page, along with three 22¢ stamps, and mail it before you forget. Thanks again for your continuing support. We look forward to your comments on The "E" Ticket #3 … our 4th issue will be on its way as soon as it is ready.

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—Walt Disney